

SONIC

THE COMIC

WIN!
SONIC 2
JACKET
PATCHES!

CHAOTIX
CHARGE!
MORE OF THE FAB FOUR!



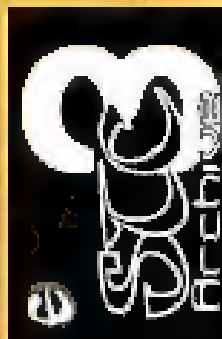
NEW
TAILS
STORY

REVIEWS

THE HORDE!
BRIAN LARA 96 CRICKET!

MOVIE GAMES
Q ZONE

FEATURING
TOY STORY!



CONTROL ZONE



Hey, Boomers!

Welcome to this megamental issue - guaranteed to blow your thrill circuits! Not only is Sonic's other self, Super Sonic, causing havoc in Running Wild, but the Fundamental Four go to pot in the concluding part of the Chaotix story.

Tails resorts to Shock Tactics, as he tries his best to keep the Badniks at bay. Elsewhere on Mobius, the baddest Badnik of them all, Brutus, is in power mad mode - so watch out!

The Review Zone rises to a sporty challenge with Brian Lara '96 Cricket, and for those who like to pit their wits, check out The Horde.

STC goes to Hollywood as the Q Zone queues up for a movie games special, and last but by no means least, there's the chance for 80 of you to win exclusive - not available in the shops - Sonic 2 Jacket Patches, in STC's segasational compo! So, practice some sewing skills - you might just get lucky! Which is more than I can say for me, I've just been asked by those lazy homes to do the coffee run (again!).

Megadroid

SONIC SPECIAL ALERT!

News of Knuckles starring in his first ever Special, really ruffled Sonic's spikes! Never the one to be out-done, Sonic gets his own back in the 1996 Sonic Holiday Special on sale, Saturday, 6 July, 1996.

Sizzling hot with three new stories, pin-up's, a Sega Saturn compo, and ... now keep this under your hats, Boomers ... step-by-step secrets of How to draw Sonic, plus heaps more besides!



Speed along in your newagents and order your copy of the Sonic Holiday Special - NOW!

• EDITOR: Deborah Tate
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• ILLUSTRATIONS: RICHARD BERRY
• PRODUCTION: JAPAN QUALITY

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SEGA

COMPILED BY
BRIAN LARA '96
ChartTrack

↑ up/down - ↗ special entry - ● non mover

MEGA DRIVE

- 1 ● TOY STORY
- 2 ● FIFA SOCCER '96
- 3 ● SONIC AND KNUCKLES
- 4 ↑ AUSTRALIAN RUGBY LEAGUE
- 5 RE PGA TOUR GOLF '96
- 6 ↑ MICRO MACHINES '96
- 7 ↑ MICKEY MANIA
- 8 ↓ ECCO 2: THE TIDES OF TIME
- 9 ↓ SONIC THE HEDGEHOG 2
- 10 RE MICRO MACHINES 3

SATURN

- 1 ● NEW X-MEN: CHILDREN OF THE ATOM
- 2 ● VIRTUA COP
- 3 ● SEGA RALLY
- 4 ↓ WIPEOUT
- 5 ↓ FIFA SOCCER '96
- 6 ↓ VIRTUA FIGHTER 2
- 7 ↑ WORMS
- 8 ↓ MAGIC CARPET
- 9 RE FIRESTORM: THUNDERHAWK 2
- 10 ● SIM CITY 2000

MEGA-CD

- 1 RE REBEL ASSAULT
- 2 ↑ BRUTAL: PAWS OF FURY
- 3 ↓ SOULSTAR
- 4 ↓ EARTHWORM JIM
- 5 ↓ B.C. RACERS
- 6 ● WORLD CUP USA '94
- 7 ↑ TOMCAT ALLEY
- 8 ↓ SNATCHER
- 9 ↓ ETERNAL CHAMPIONS
- 10 RE THUNDERHAWK

GAME GEAR

- 1 ↑ SONIC THE HEDGEHOG 1
- 2 RE STAR TREK: GENERATIONS
- 3 ↓ THE LION KING
- 4 ● FIFA SOCCER '96
- 5 RE MICRO MACHINES 2
- 6 ↓ SONIC CHAOS
- 7 ↓ ECCO 2: THE TIDES OF TIME
- 8 ↓ SONIC THE HEDGEHOG
- 9 RE COLUMNS
- 10 ↓ REN AND STIMPY

SONIC

THE ADVENTURE

Running Wild

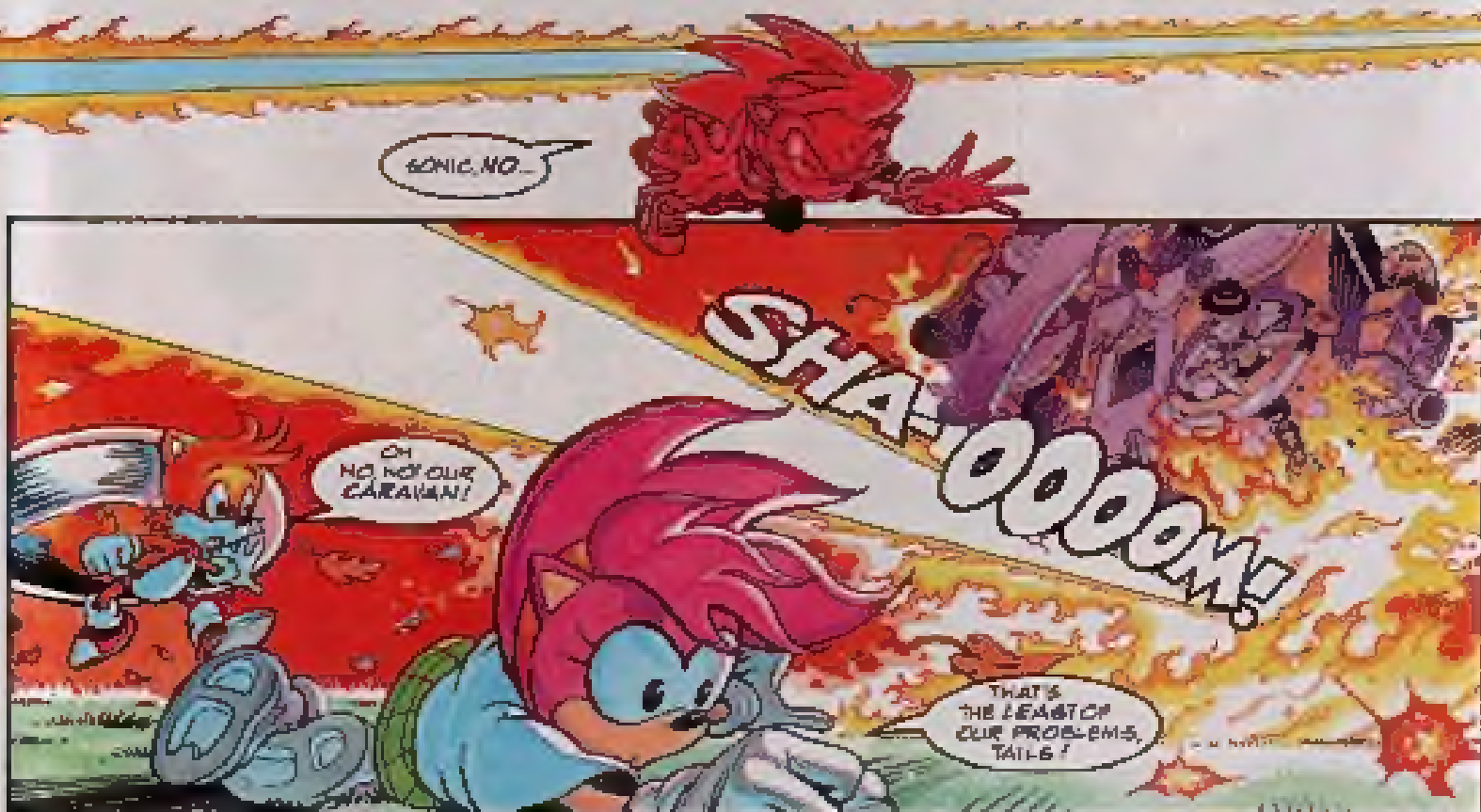
Script: MIKE KITCHING

Art: RICHARD ELLON

Lettering: GLEN O'NEAL

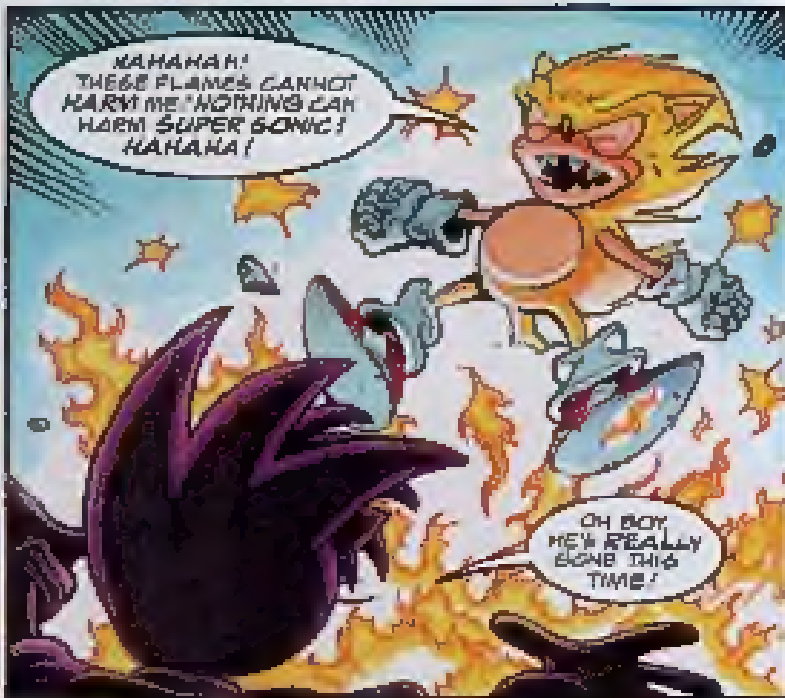
PAGE 2

THE SITUATION IS SIMPLE AND DEADLY: SONIC HAS TURNED SUPER, OUT OF CONTROL. WE'S OUT TO GET AMY AND ANYONE ELSE WHO GETS IN HIS WAY!



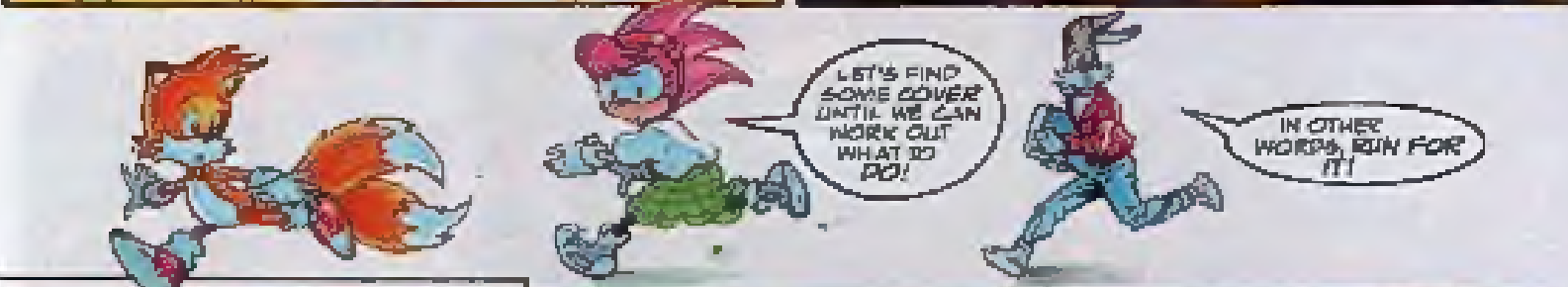


I DON'T SEE ANY THINGS MOVING... IF BONG HAS TURNED BACK IN TO HIS NORMAL SELF IN THAT INFERNO...



HAHAHA! THESE FLAMES CANNOT HARM ME! NOTHING CAN HARM SUPER BONG! HAHAHA!

OH BOY HE'S REALLY BOMB THIS TIME!



LET'S FIND SOME COVER UNTIL WE CAN WORK OUT WHAT TO DO!

IN OTHER WORDS, RUN FOR IT!



WHERE'S HE BONG? I CAN'T SEE HIM ANYWHERE. WHERE'S HE BONG?

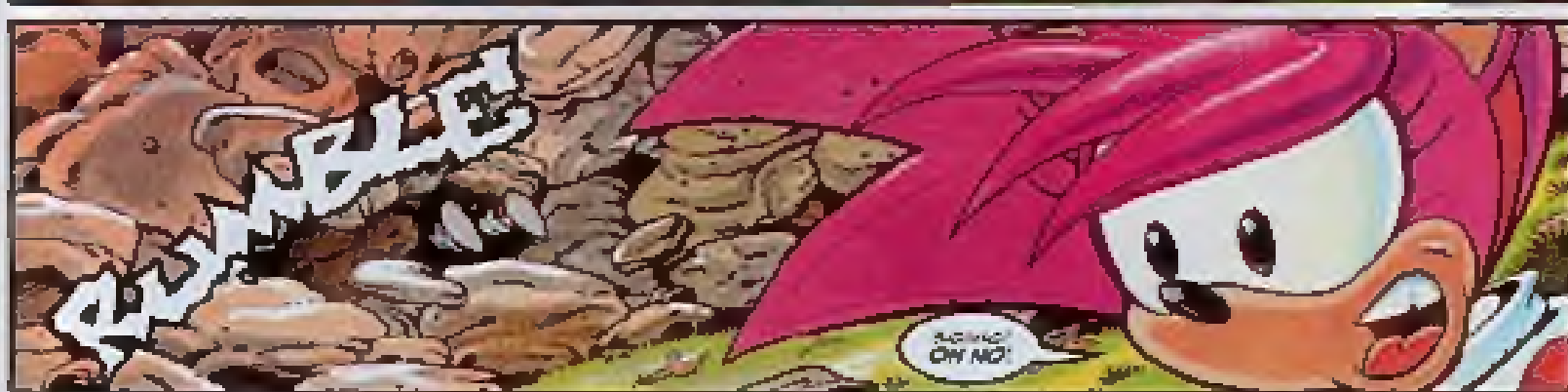
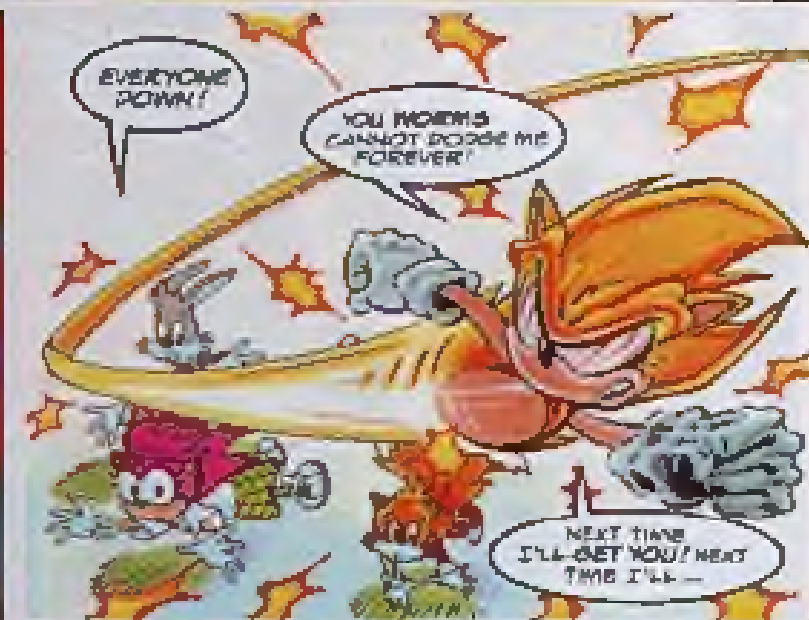
TAIS, THIS IS NO TIME TO PANIC!



PERMISSION TO PANIC, DEAR FRIENDS!

KAROOOOON!

ALL YOU HAVE TO LOOK FORWARD TO NOW IS FEAR AND DEATH! HAHAHAHA!











NEXT ISSUE: SONIC NO MORE?

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

SEGA RATING SYSTEM
UNDER 10 - YAWNEVILLE

10-19 - NORMALVILLE
20-29 - FUN CITY

30-39 - BIG TIME CITY
OVER 40 - MEGA CITY

THE HORDE

Reviewed by Chris Jenm



SATURN

GAME TYPE: 3D STRATEGY
PLAYERS: 1

PUBLISHER: DMG INTERACTIVE
PRICE: £44.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 11 +

If you've ever played *Sim City*, one of the most successful computer games ever, you'll feel totally at home with *The Horde*. This game has a similar kind of strategy, but instead of building a city, your task is to take care of a village, under attack by Gremlin-type characters, known as the Horde.

As controller, you play the role of Sir Chauncey whose aim is to turn the village into a thriving and profitable community. You're given

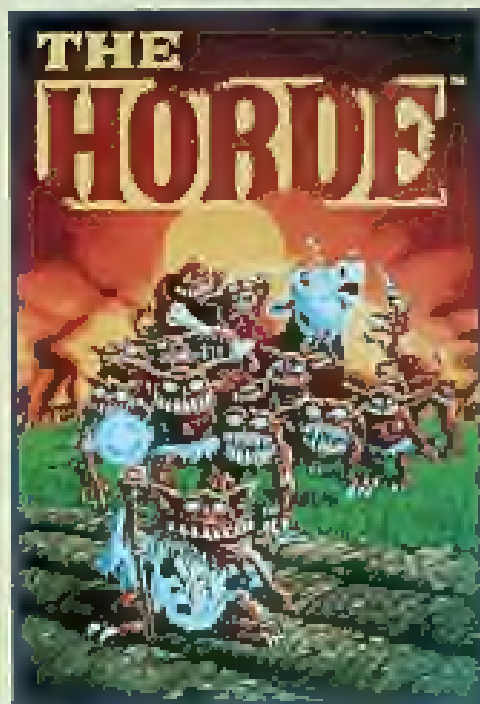
money at the start of the game which must be spent wisely on items ranging from trees (which, once planted and grown, can be sold for a profit) to money-making cows. As the village improves, it attracts more people who in turn, build houses and



grow profit-making trees.

With the exception of the tax inspectors, the biggest danger is the horde. These nasties come along after each season, attempting to completely destroy the village. You can stop them by using your sword or by employing extra people to help you to the job.

Overall, *The Horde* is a very addictive game. However, the graphics and sound are nothing special, although gameplay is excellent. A great choice if you're a 'thinking' gamer!



FINAL COUNTDOWN

RAVES

An addictive and challenging game.



GRAPHICS

78

SOUND

66

GRAVES

Average graphics and sounds.



PLAYABILITY

87

OVERALL

82

BRIAN LARA '96 CRICKET



MEGA DRIVE

GAME TYPE: SPORT
PLAYERS: 1-4

PUBLISHER: CODEMASTERS
PRICE: £44.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL AGES



The smell of freshly cut grass, the sound of leather on willow, cucumber sandwiches, and Brian Lara '96 Cricket are the things that, for some people, make summer great.

Yes, ace West Indian batsman Brian Lara, who starred in the third best-selling Mega Drive game of last year, is back with a wristsy square cut to the boundary.

Brian Lara '96 has improved graphics, gameplay and a selection of new features, making it the reigning, definitive, cricket sim. It features a limited overs competition with all 18 County cricket teams, a complete set of players' statistics that include last summer's averages, and a World Cup competition packed with all the teams who took part in it earlier this year. With a choice of 15 different players, you can tweak your squads and decide who

gets to bat and in what order.

Controlling the different actions of the cricketers is challenging. When batting you have an idea of where



the ball will land from a white box that appears on the wicket. You can also see how much power and spin a delivery has. Practice is needed before picking the right shot for the right ball. When bowling, you pitch the ball on the strip using the D-pad and you can also select the power and spin on it. Too fielding is easier; you'll automatically gain control of the man nearest the ball, then it's up to you to chase after and return it over the stumps.

New features include an option to replay one of six historic cricket matches - great fun for cricket lovers. A full nets facility allows you to practice

improving your game, and change weather conditions ('typical'). In cricket terms, Brian Lara '96 is a great sequel and plays a marvellous innings.



Chaotix Crew

The Fundamental Four

Available now in the comic book store or online at www.fox.com

THE FUNDAMENTAL FOUR SPENT FOUR YEARS IN STRONG TEMPLATES TO CHAOTIX! NOW, THEY'VE BROKEN OUT AND ARE SEEKING REVENGE!

IT'S OVER CHAOTIX. ONE PUSH OF THIS BUTTON AND YOU'LL BE LIQUIDATED!

THEN WE TRACK DOWN SHARBY BEE. IT'S GOING TO BE A REAL PLEASURE TAKING CARE OF HIM.

HOOYE NEE JOOOO!

YOU SAID IT WOULD BE EASY!

ENOUGH TALK GOULL. LET'S PUSH THE BUTTON AND GET OUT OF HERE.

MEANWHILE NOT FAR FROM
CRASH'S HEADQUARTERS

GOLLY I
REALLY APPRECIATE
THE QUEEN LETTING ME
BORROW SO MANY OF
YOUR WORKERS

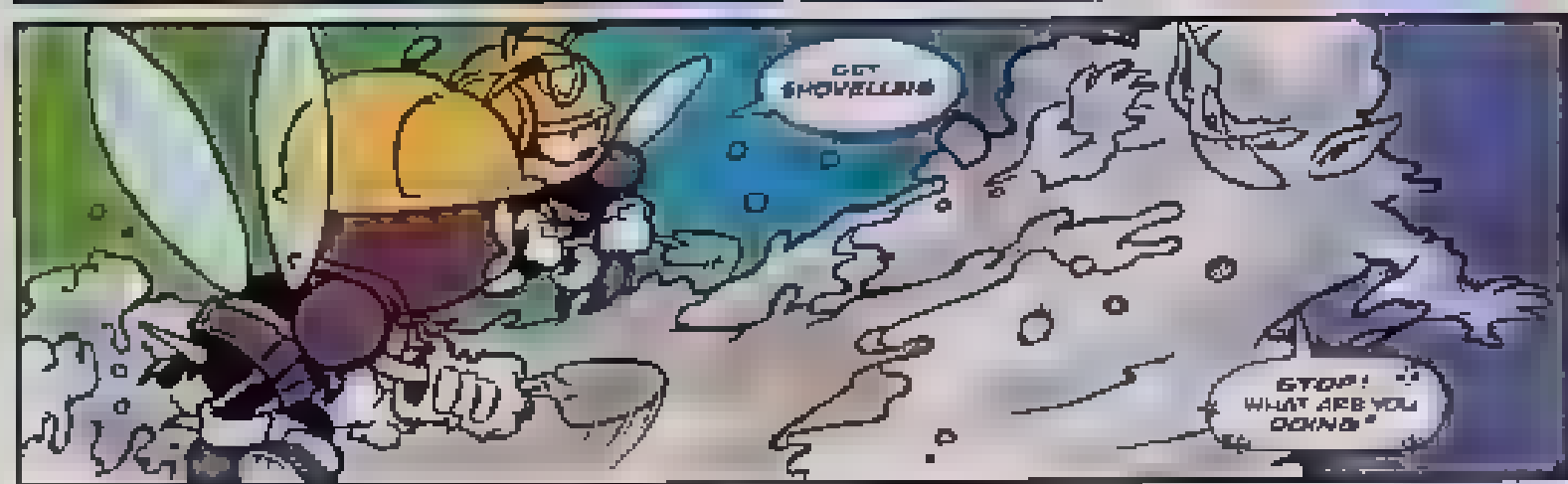
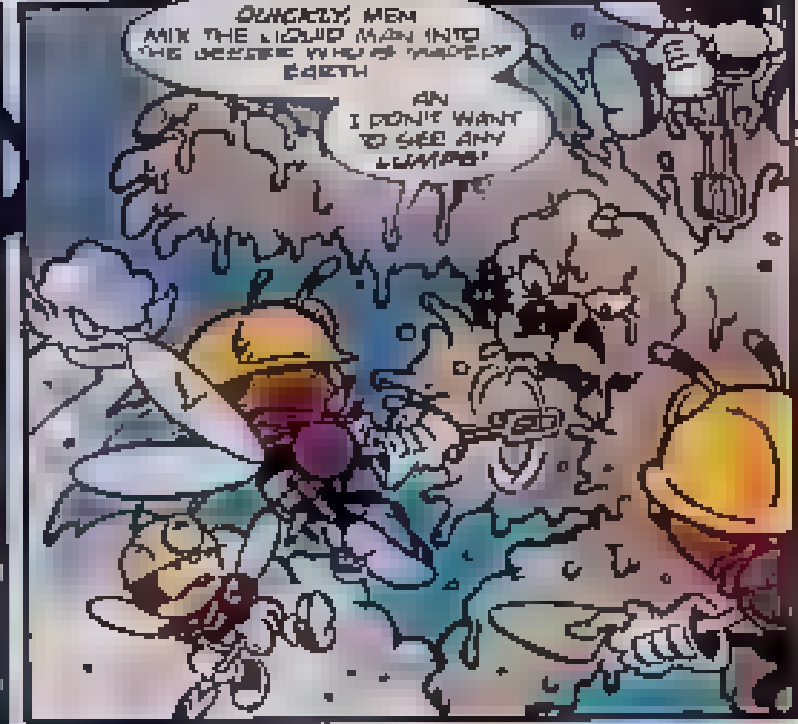
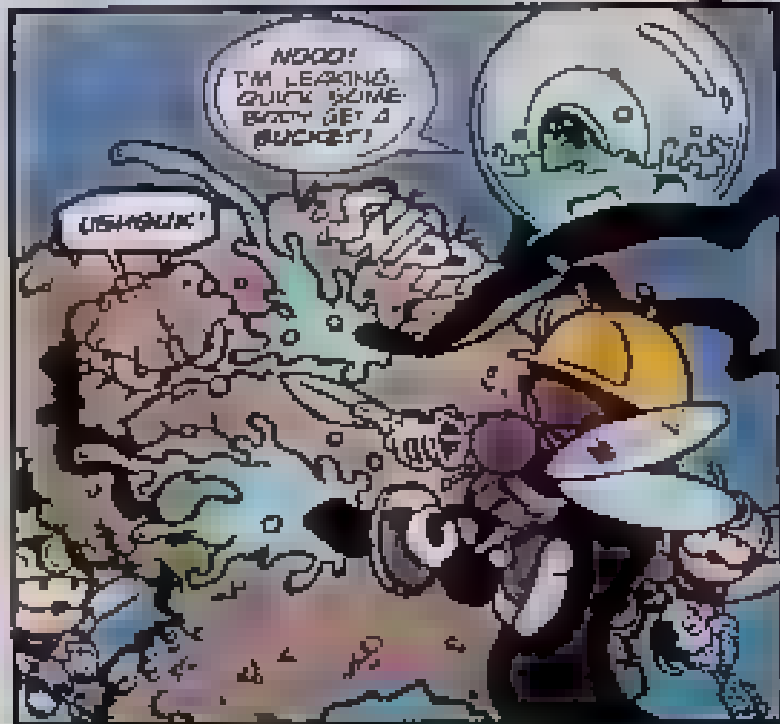
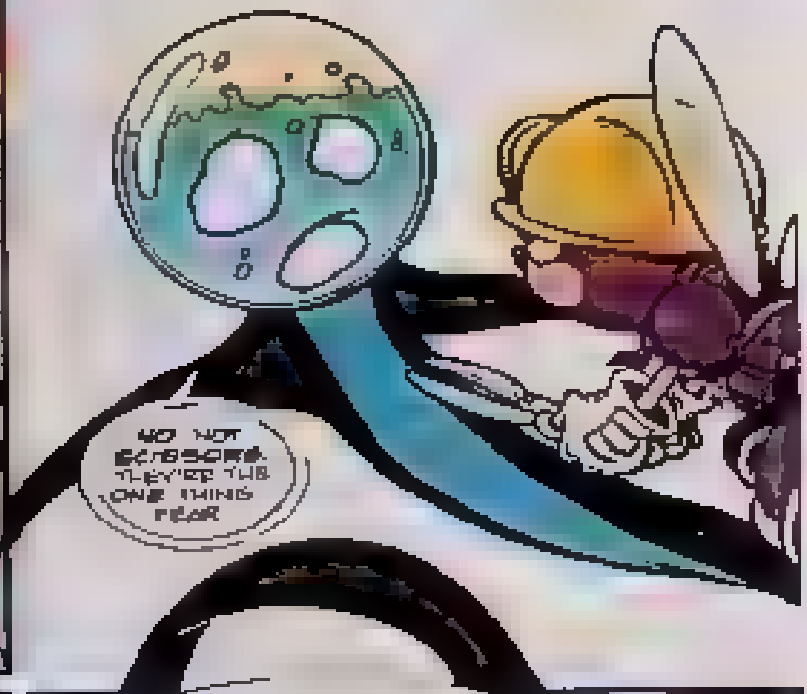
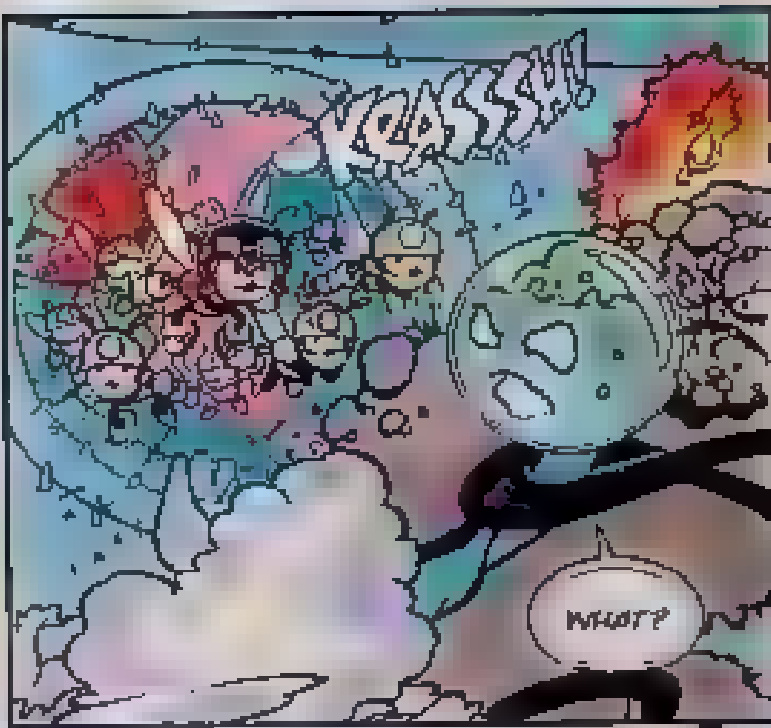
YOU'RE
LUCKY SHE DID...
IT'S BEEN MONTHS
SINCE YOU LAST
VISITED THE
HIVE

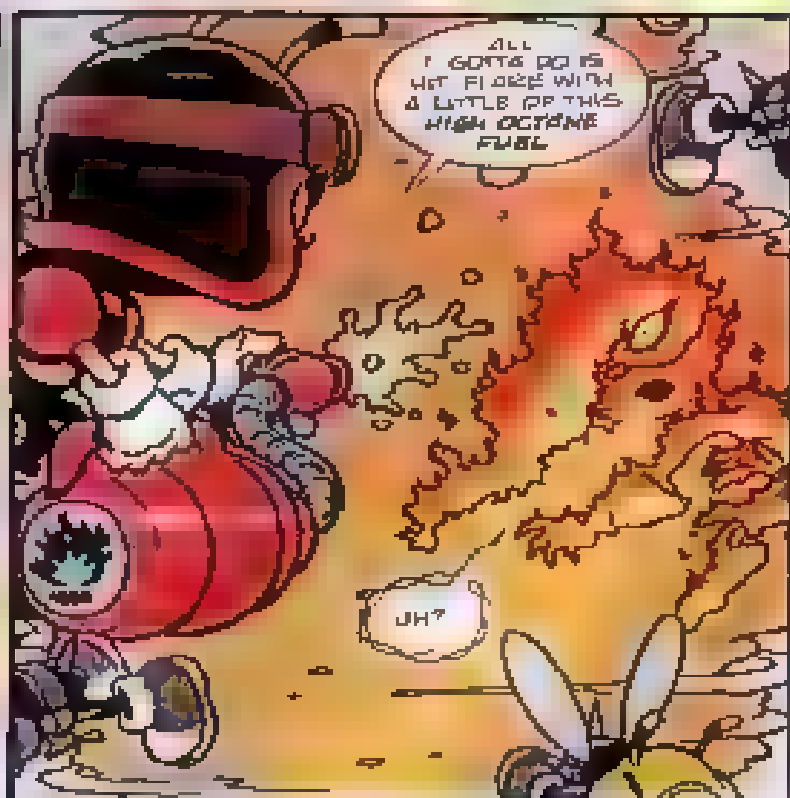
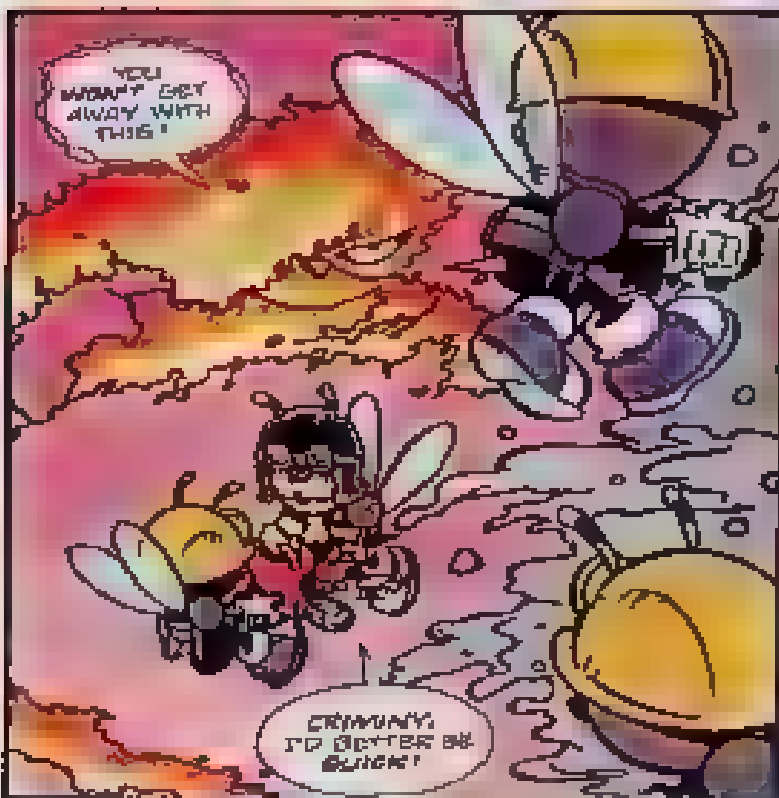
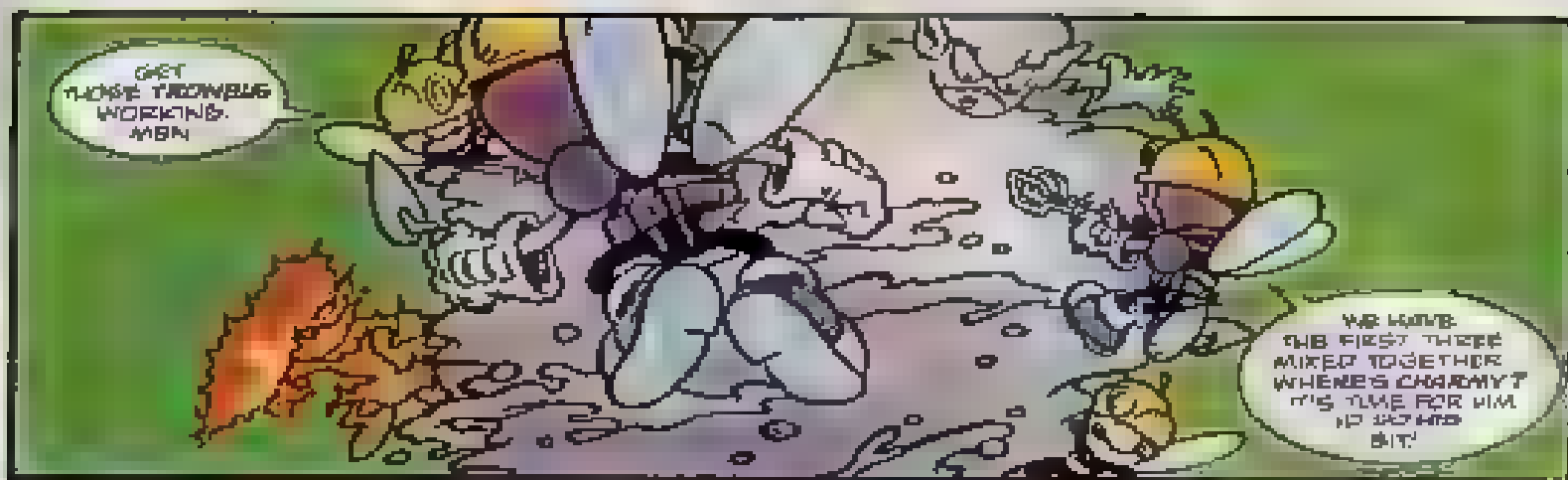
ER I'VE
BEEN REALLY
BUSY WITH CHAOTIK
SAVING THE WORLD
AND STUFF LIKE
THAT YES, SURE-
BOB

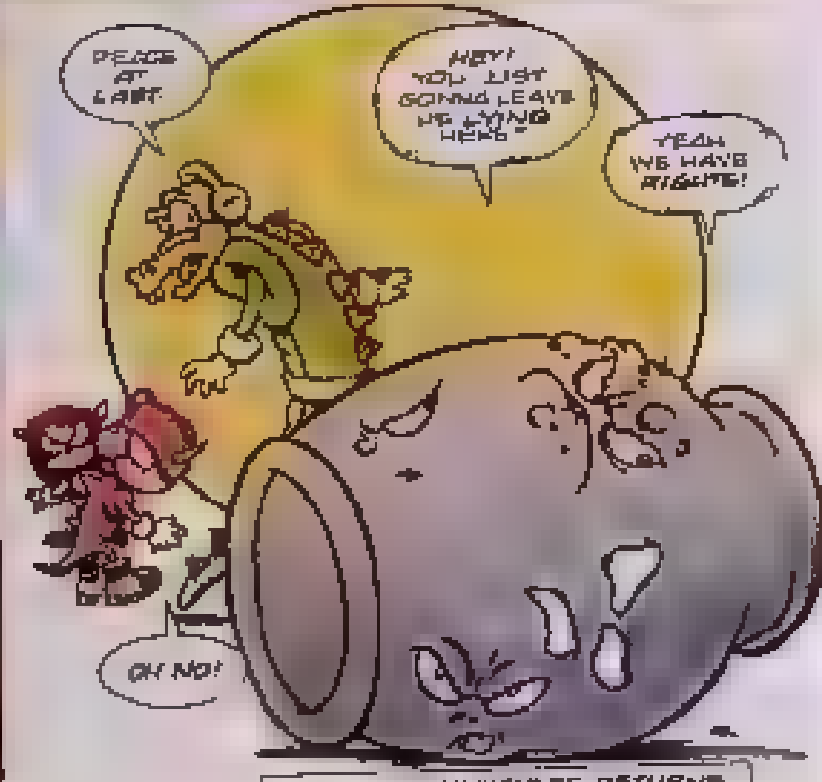
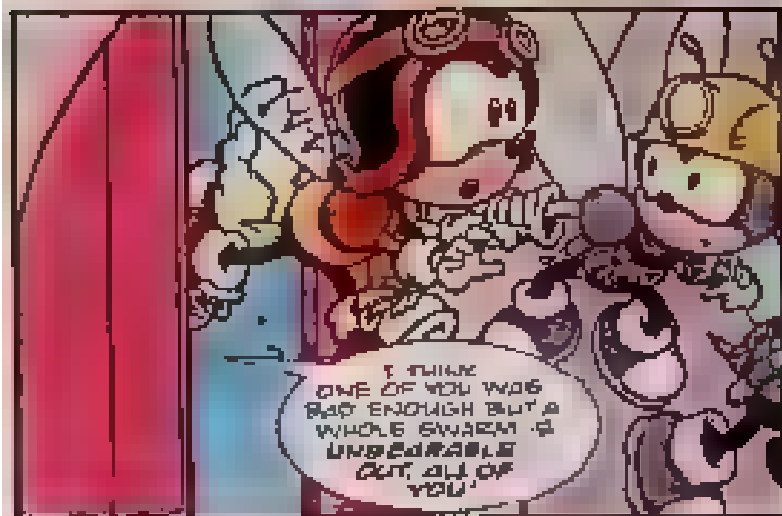
WE'RE
NEARLY THERE
GIVE ME CAREFUL
THE FUNDAMENTAL
FOUR ARE
REALLY SCARY,
AND

TRUST
IS CHARMY
WE'RE PRO-
FESSIONALS

OKAY
AND YOU ALL
KNOW WHAT
TO DO







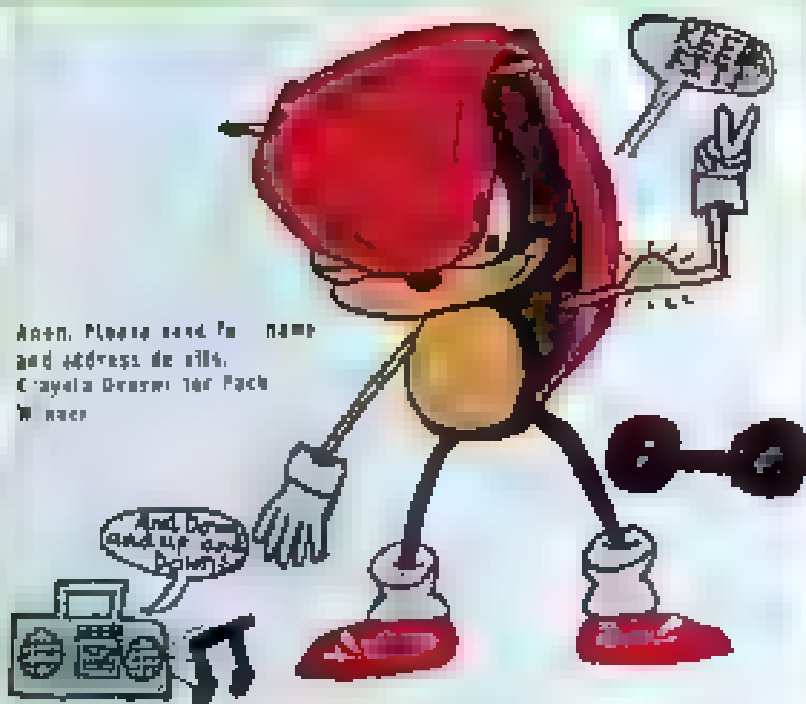
NEXT ISSUE MONCKLEB RETURNS

CHAOTIX ZONE

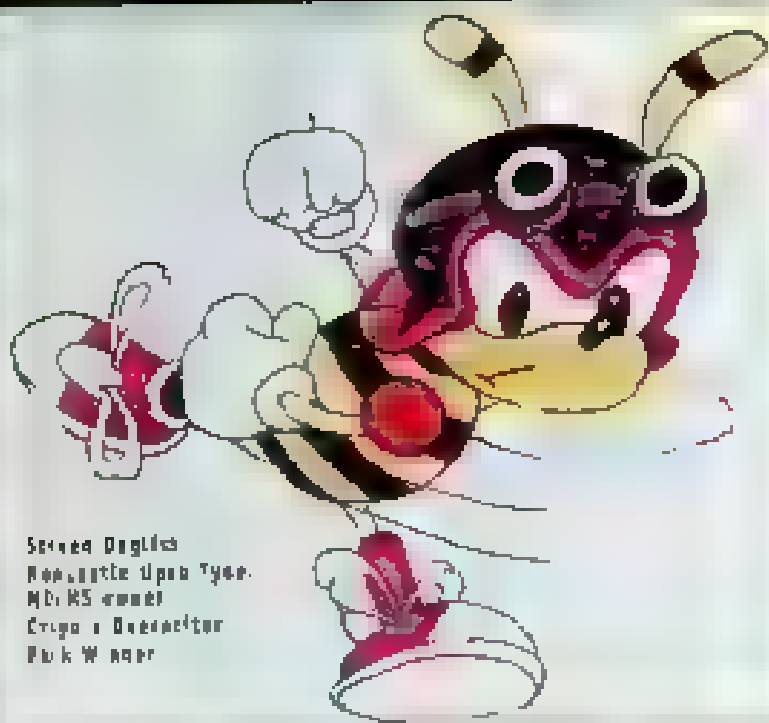
SHOW US WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER. BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.



Thomas Wilson
Plymouth, Devon
MD owner
Elyria
Overseer of Park
W. 1000



Ann, Please send for name
and address of all.
Crayola Drawers for Pack
W. 1000



Steven Douglas
Newcastle Upon Tyne
MD, MS owner
Crisis & Director
Park W. 1000

A drawing of a red, anthropomorphic character with a long, pointed snout, wearing a yellow shirt and green shoes, standing on a white background. The character has a somewhat grumpy or determined expression. The drawing is done in a simple, sketchy style with bold outlines.

Don't let it get on the tip of the pen or plain white paper (avoid lined paper and pencils or erasers as they don't show as well when scanned).

Include your name and address, preferably written in capital letters on the back of the page.

Standard network type _____
 Password length, range 1-64 _____
 IP address, range 0-255 _____

EACH ARTIST-NUMBER WHO GETS THEIR HANDWORK PAINTED IN STC WILL RECEIVE A PACK OF FIVE A ONE-DRAW FOR FOLDER FOLDER THREE-DRAW FOLDER



TAILS

SHOCK TACTICS!

[illegible]

100-443889-100
 100-443889-100
 100-443889-100

DATE: 11/11/11

100% 0000
100% 0000

145附圖

СВАРКА

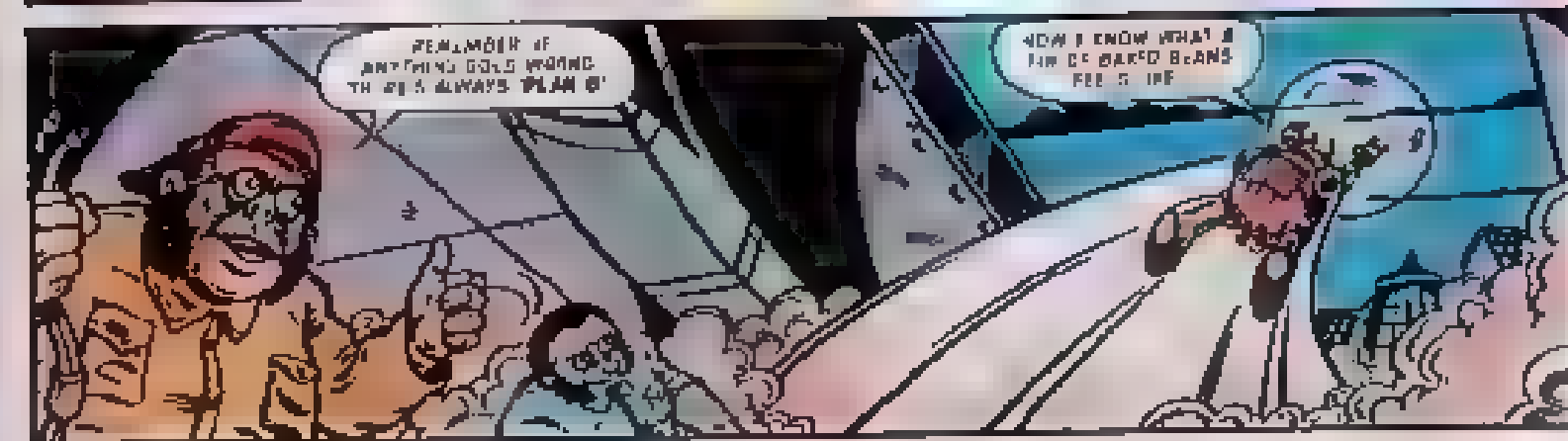
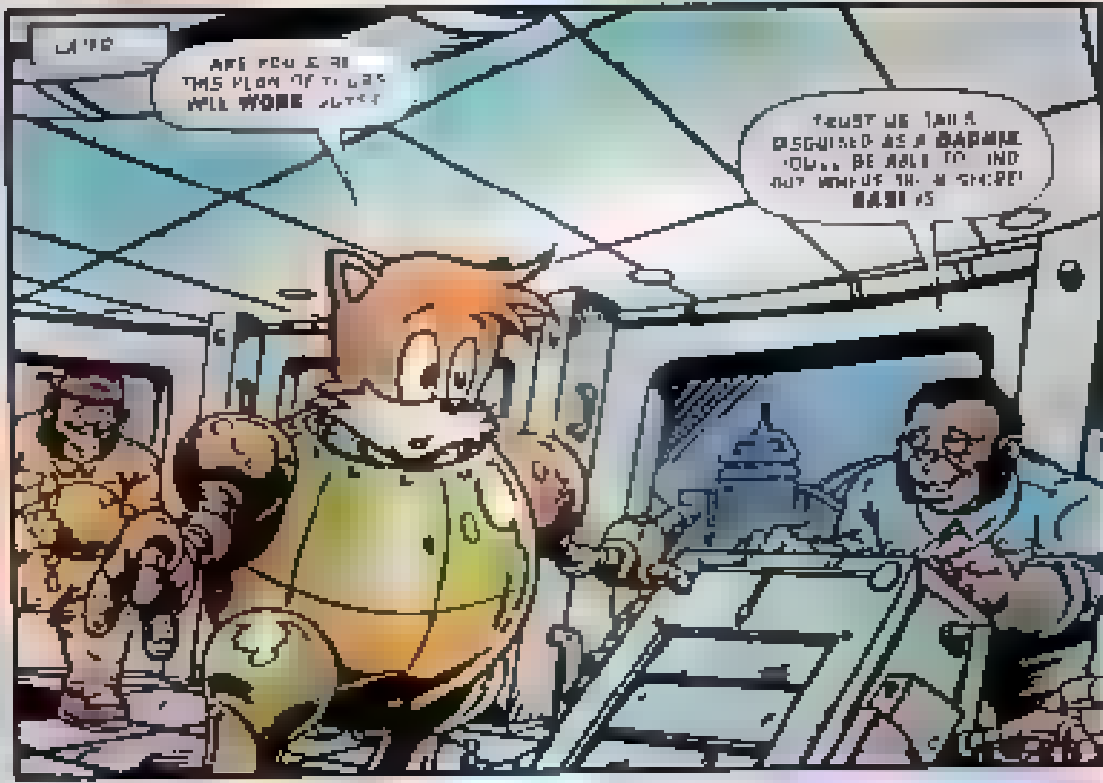
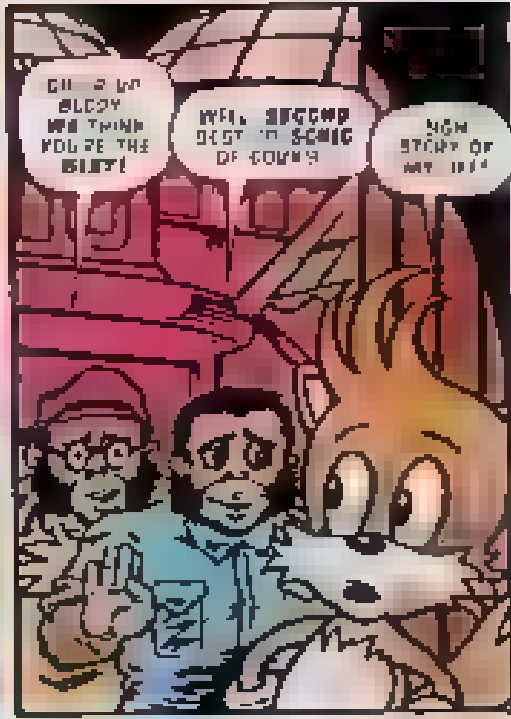
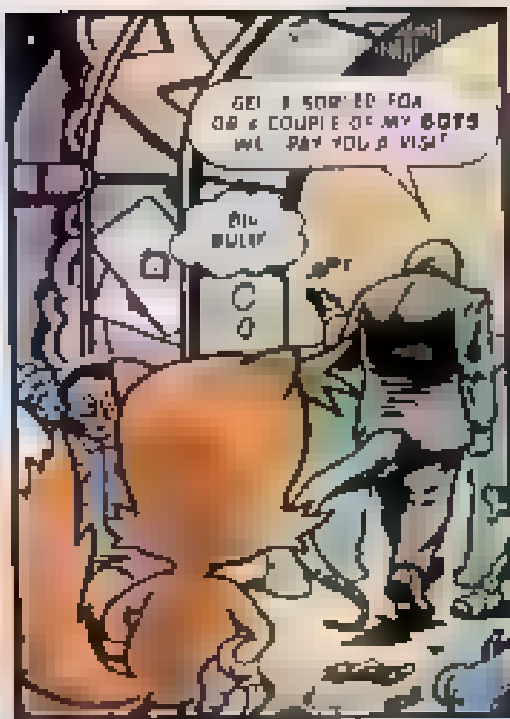
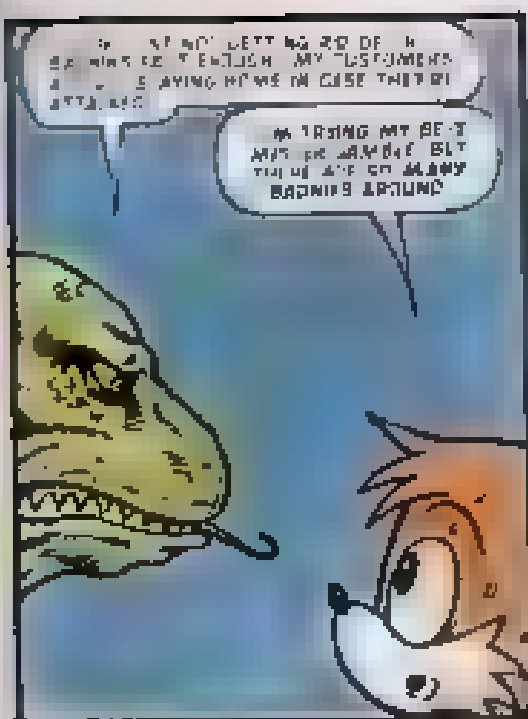


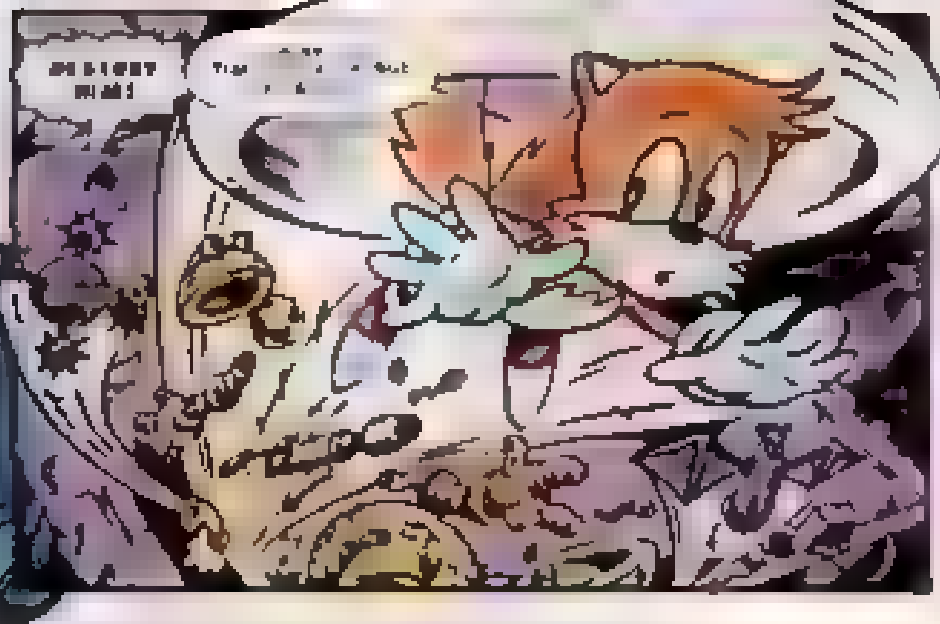
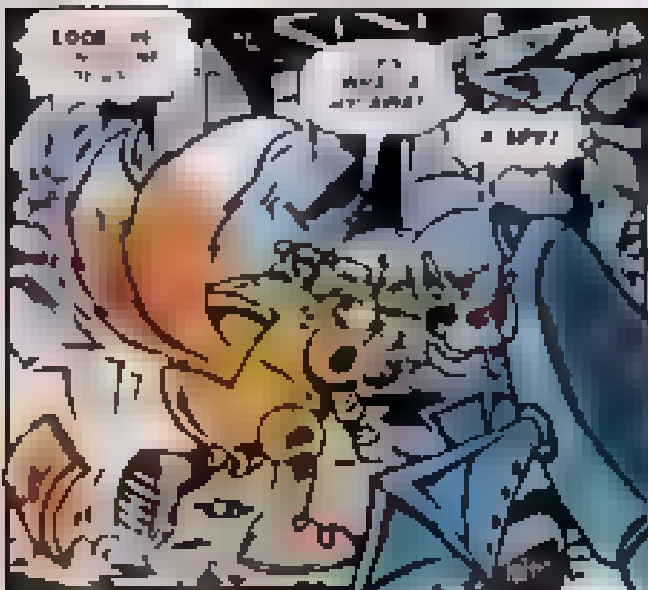
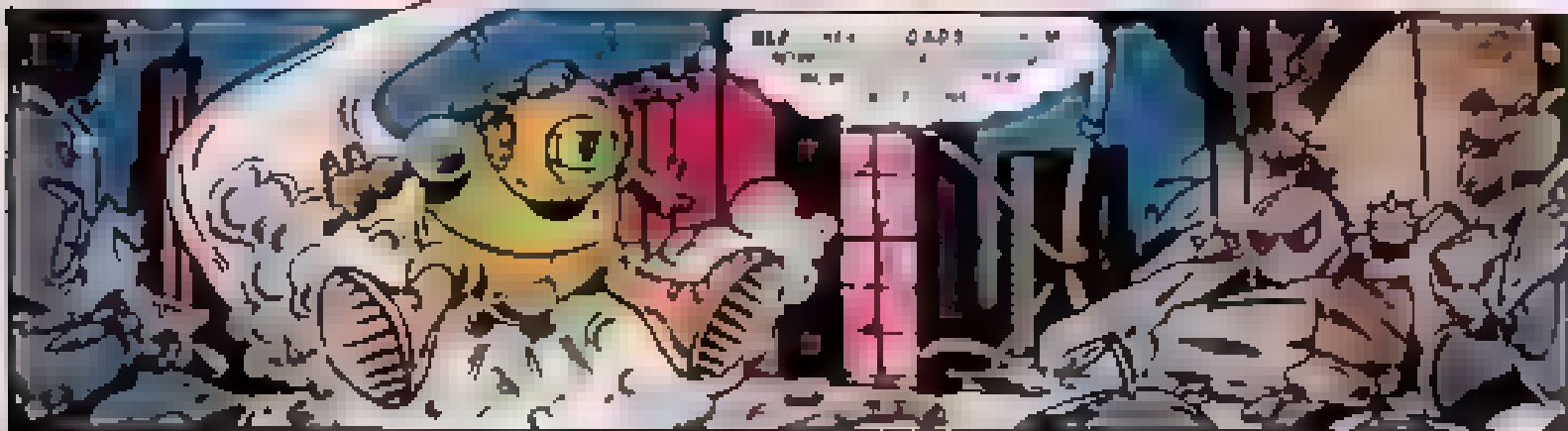
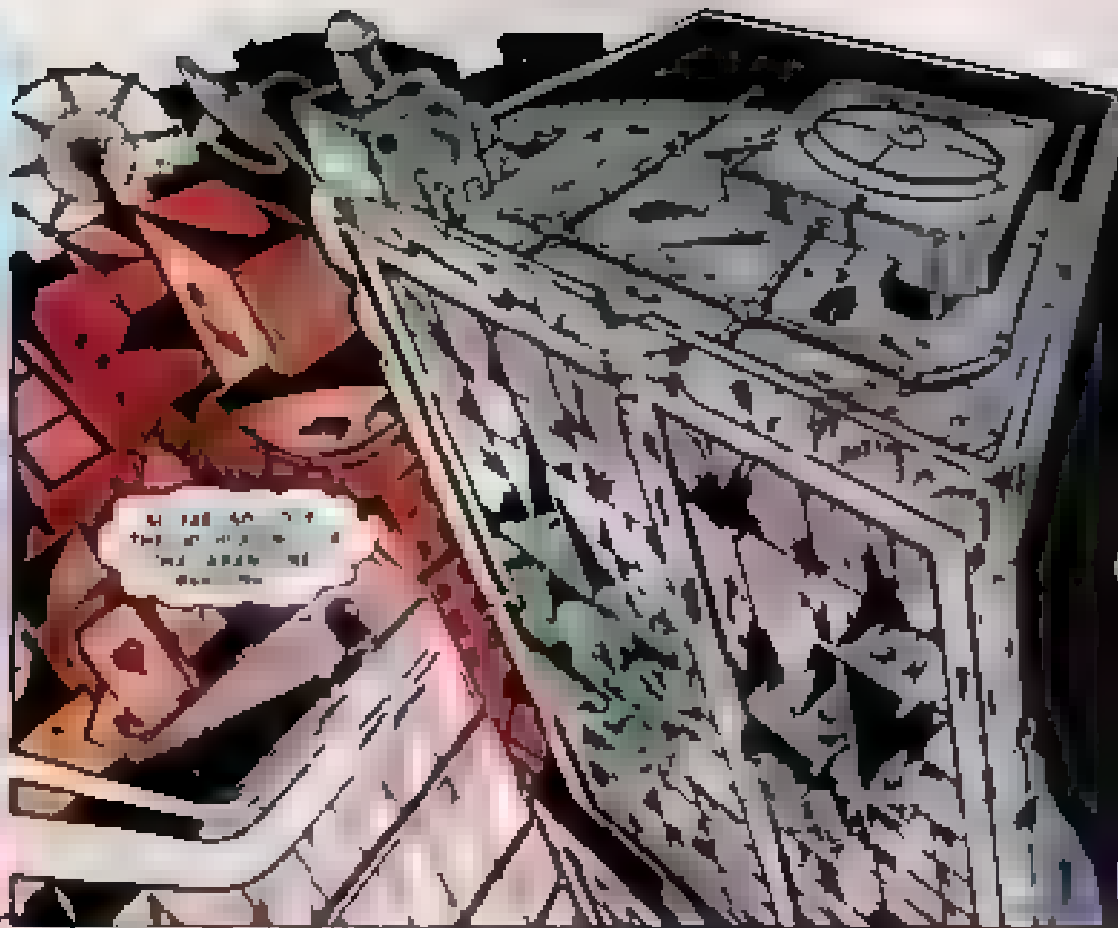
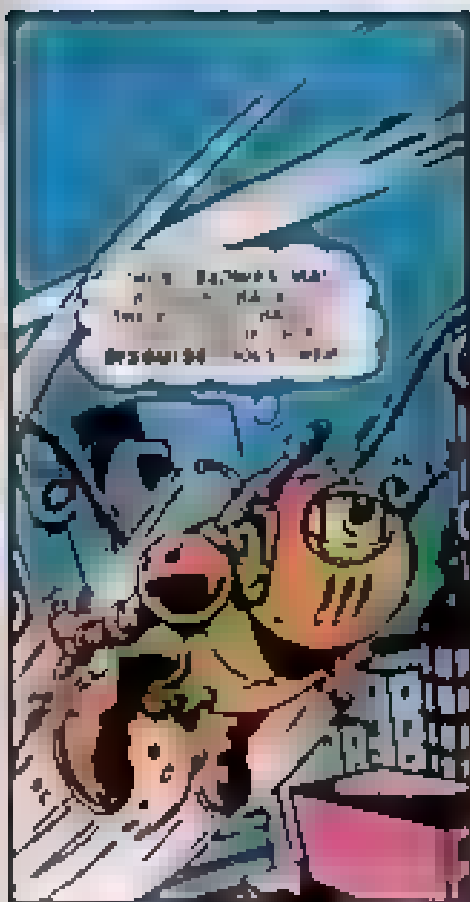
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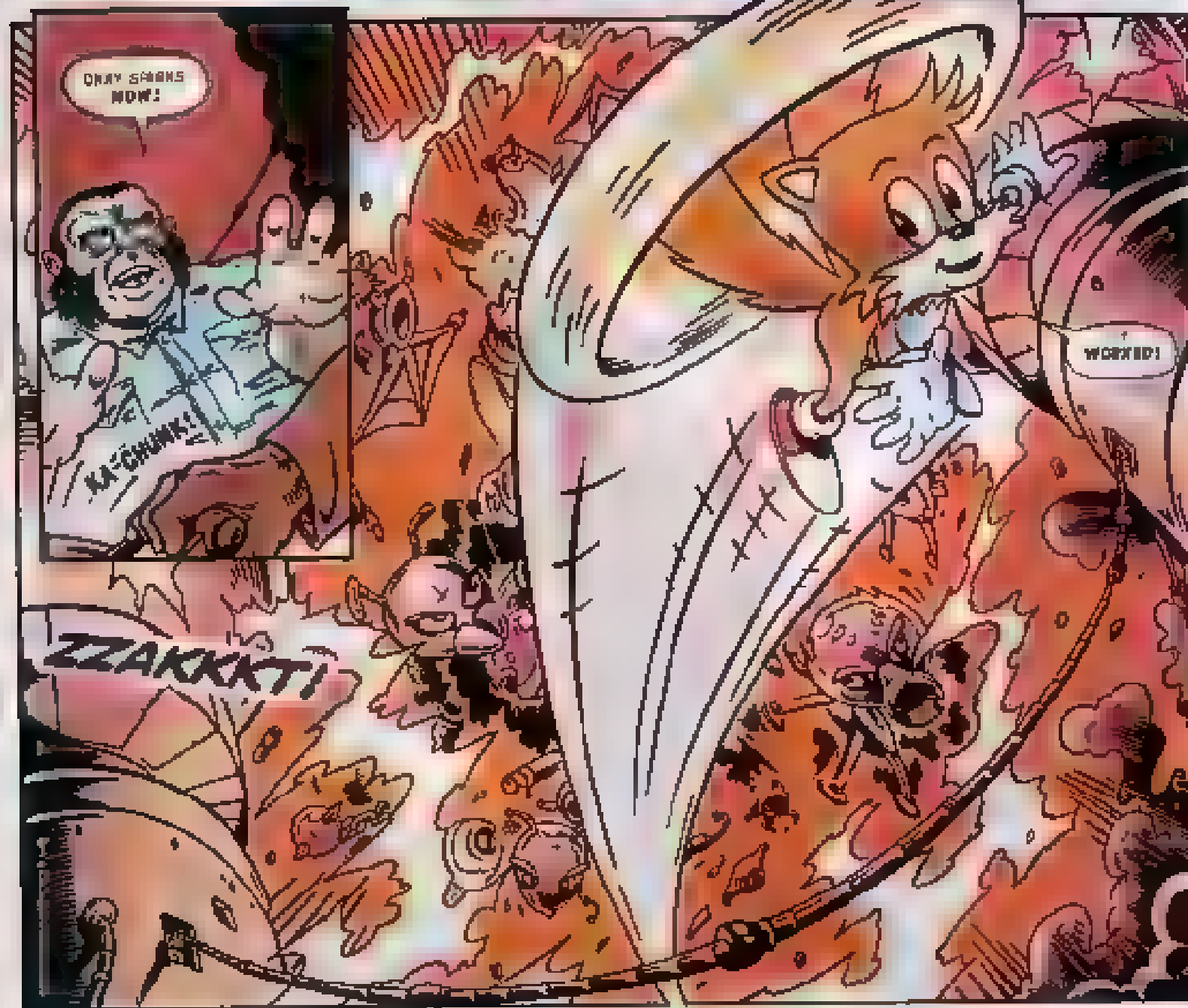
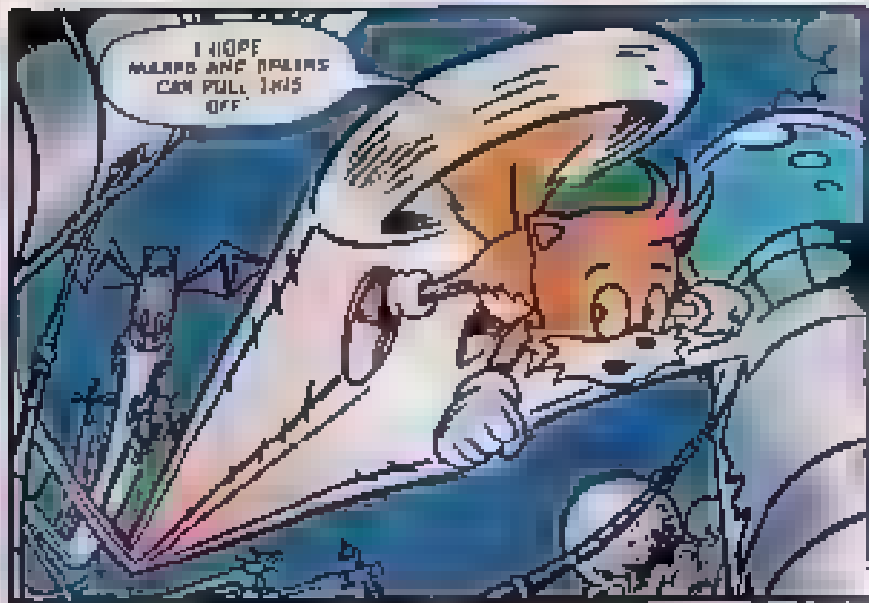
NOT GOOD
ENOUGH FOR
ASIDE

THE UNIVERSITY OF CHICAGO PRESS
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NEW YORK, N.Y. 10017-2473

100







Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DAB A LINE TO:

Q ZONE, BOX 12 THE COMIC, 35-37 WIMBORNE PLACE, LONDON, W6 1H 1DL.



THE Q ZONE GOES TO HOLLYWOOD WITH A SELECTION OF CHEATS AND TIPS ON MONSTER MOVIE SPIN-OFF GAMES

Thanks to Carla Hodge from Gloucestershire for an ACE e e Michaela Clarkson from Glasgow's given maximum respect for the Saturn game playing ability. Finally, if Megadoid sees any more e e e's asking to help on Sons of 2 and 3 which ps will short out. You've been warned.

Remember that the following code and moves may take practice to make them work, but keep trying and you'll get to beat your machine.

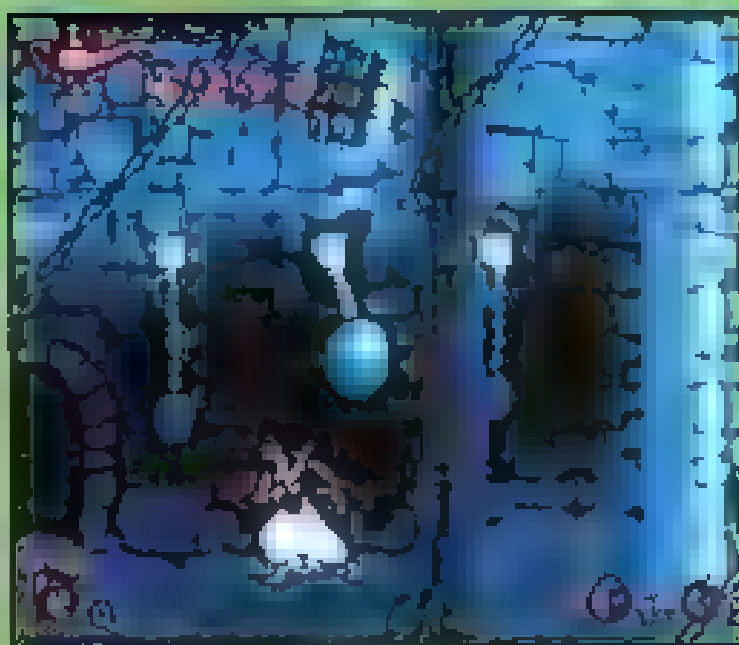
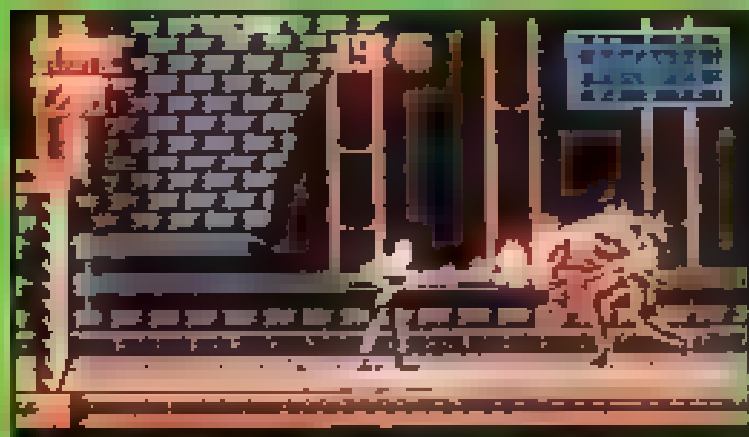
ALIEN 3



GAME GEAR

Infinite Time (timer still counts down)
Infinite Energy
Infinite Lives

000-306-38E
002-01C 387
03C-F2A F79



ALADDIN



MEGA-CD

Traditional animated film were meant to be kept this before computers made them. Here are some tips to help you junk Jaffar.

CHEATS

On the Options screen, type A,C,A,C,A,C A,C,B,B,B to get to the cheats screen. Here you can have total invincibility, start on any level, you please, (but after completing that level you always end up back at level 2) and get freeability in that the start button will pause the game.

LEVEL SKIP

During any level, press Start to pause the game then enter A,B,B,A,A,B,B,A to warp to the next stage.

BATMAN RETURNS



GAME
GEAR

Infinite Lives

00A 57A E6E

Infinite Special Lives

004-758 19E

Start with eight energy units
after first life

088 33A-C42

TOY STORY



MEGA
DRIVE



A truly awesome Film using the latest computer technology was hotly followed by a pretty cool computer game. So here's how to get the best of both Buzz Lightyear

LEVEL SKIP

At the Press Start Screen press A B, right, A & A down A B, right and A. Do it quickly and you hear a cough. Begin the game as normal and whenever you want to skip a level press start and then A



INVINCIBILITY

To be omni-vincible make your way to the second stage. When you've put all the toys away, get seven stars and then jump on the toy box. Finally press Down for seven seconds

STAR TREK GENERATIONS



GAME
GEAR

This game is ok, I agree! My Tardis spirit have been hard at work to bring you these codes for this enterprising game. Beam me up now

Level codes that allow access to each level:

- 1 NARRIMAN
- 2 DEMORA
- 3 SOREN
- 4 VERIDAN
- 5 OGAWA
- 6 FARRAGUT

STAR WARS



GAME
GEAR

Use the Force Luke or alternatively use these codes instead:

Infinite energy for all players 00D-928 387
3AD-93B-2A2
Infinite Lives Luke 3AF 6BA 2A2

The END

NEXT ISSUE: VECTORMAN!

SONIC'S WORLD

Revolution

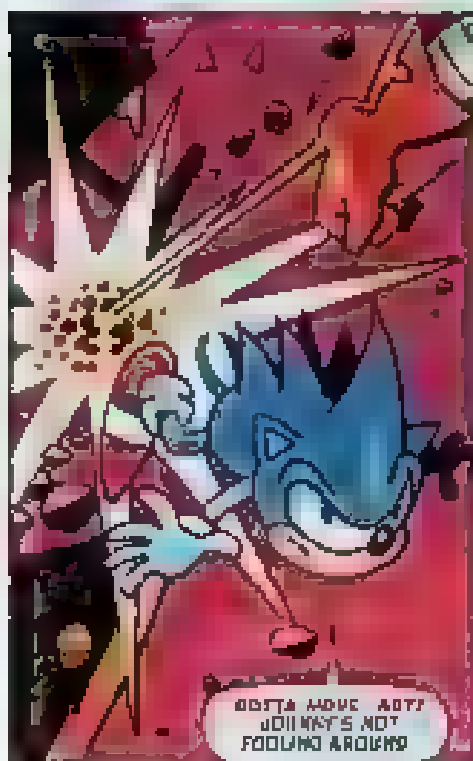
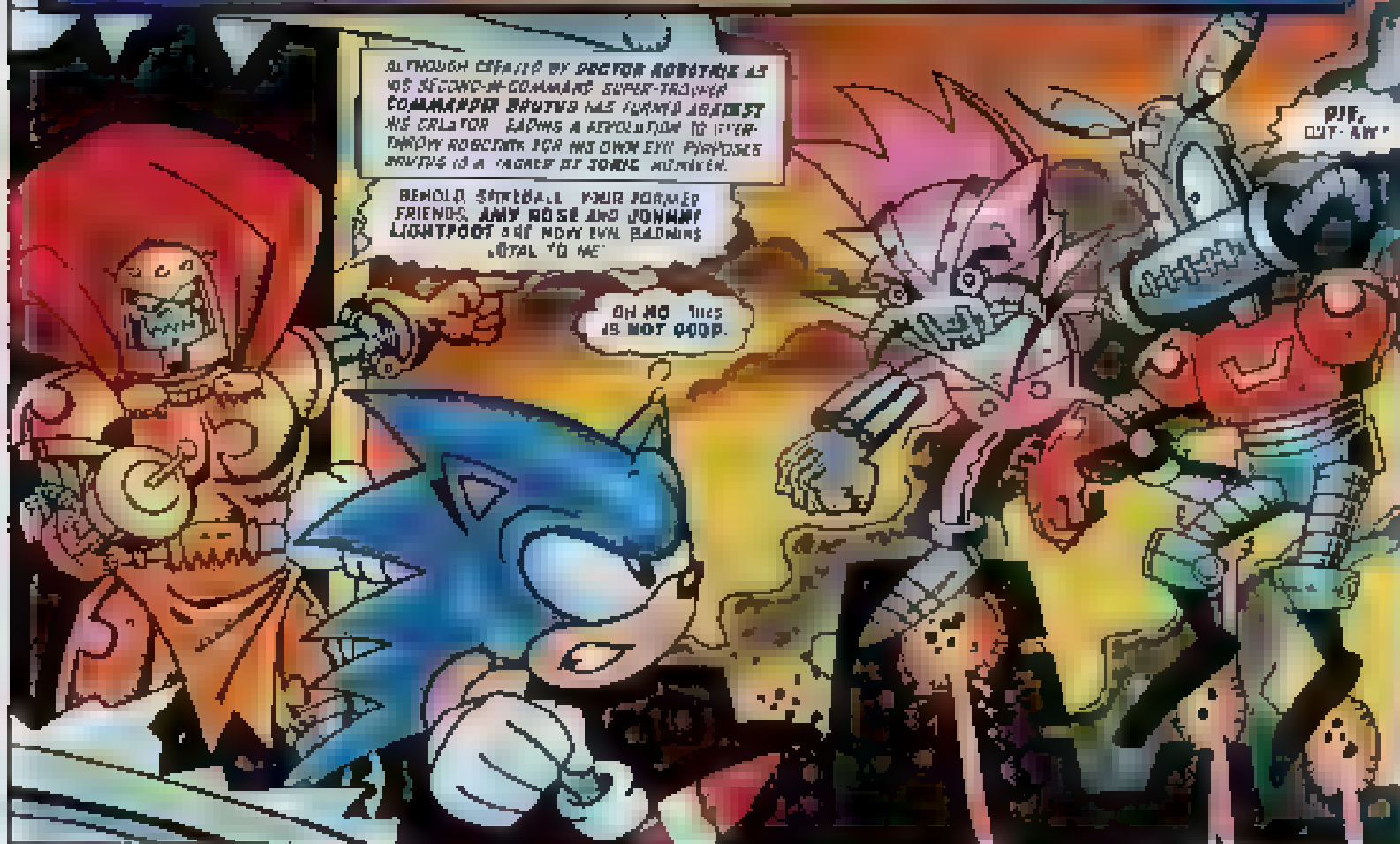
Script: LLOYD FORDGIST
Art: JAMES HICKMAN
Published by: SONIC THE HEDGEHOG
© 1999 THE PUBLISHER

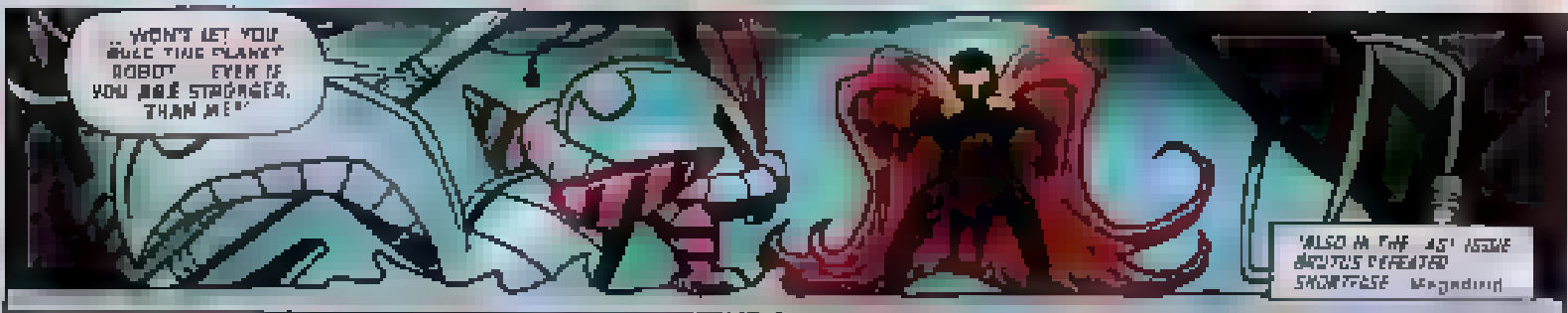
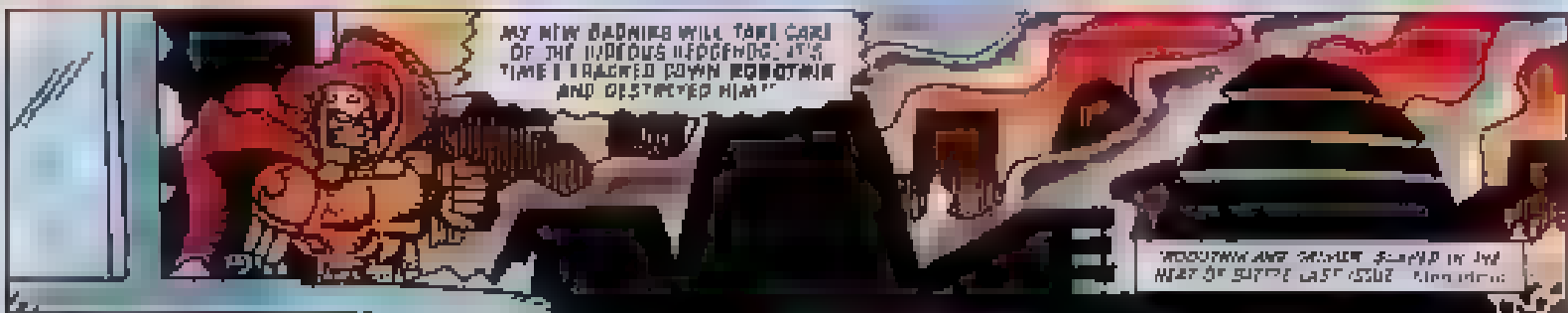
ALTHOUGH CREATED BY DOCTOR ROBOTNIK AS HIS SECOND-IN-COMMAND SUPER-TROOPER, COMMANDER BRUTUS HAS TURNED AGAINST HIS CREATOR, LEADING A REVOLUTION TO FREE EVERY ROBOTNIK FOR HIS OWN EVIL PURPOSES. BRUTUS IS A VAGABOND OF SOME NUMBER.

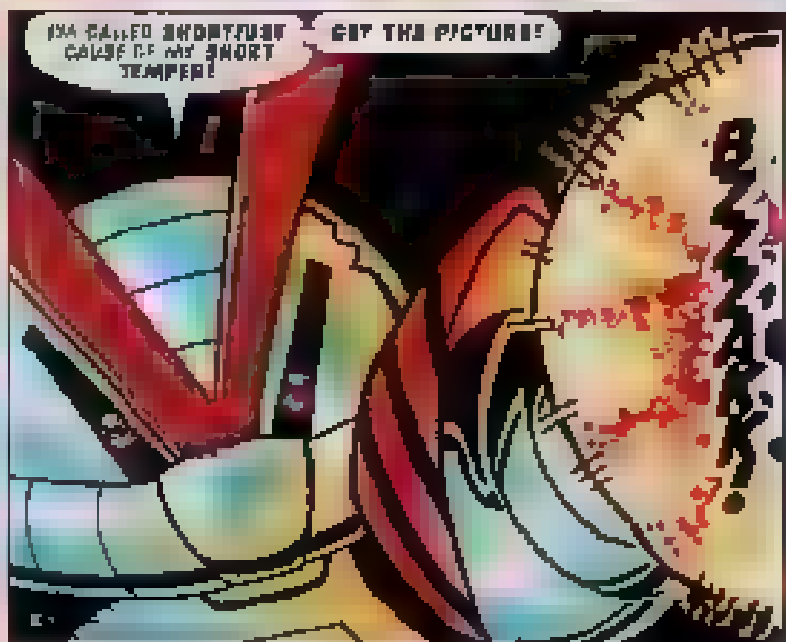
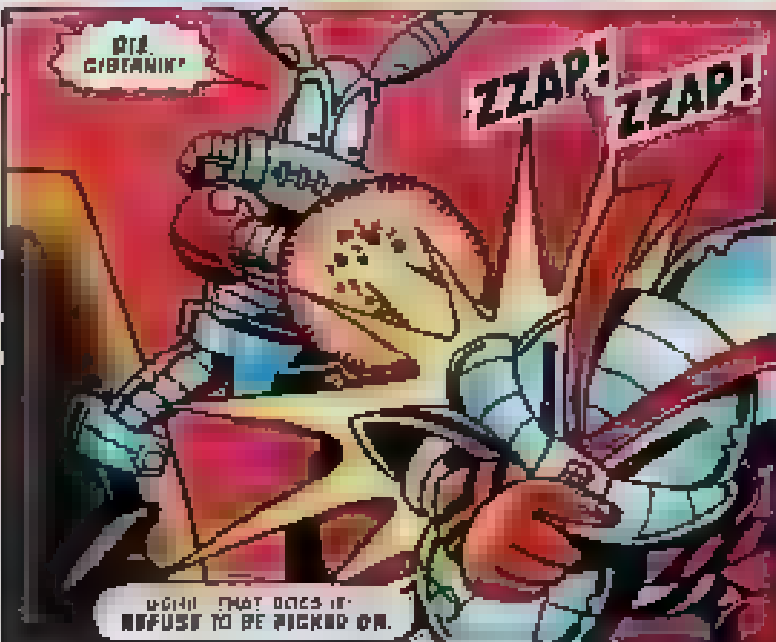
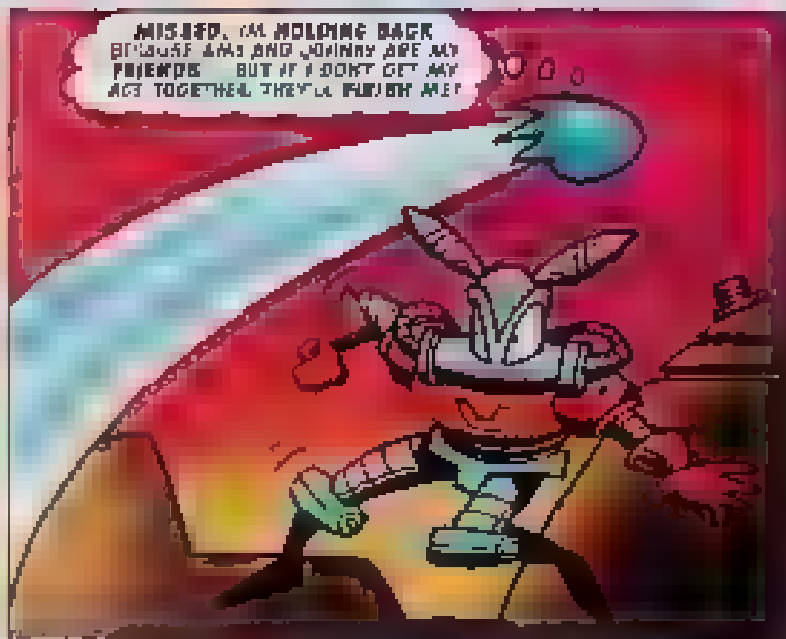
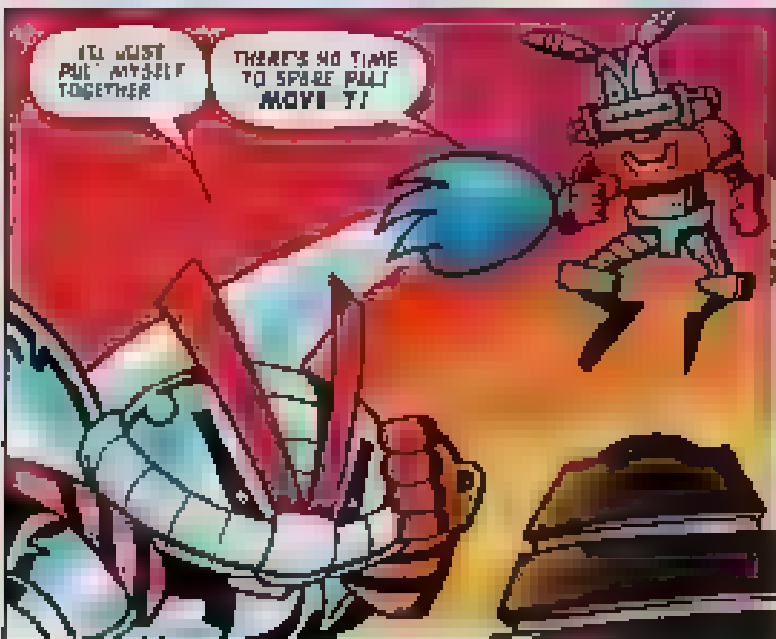
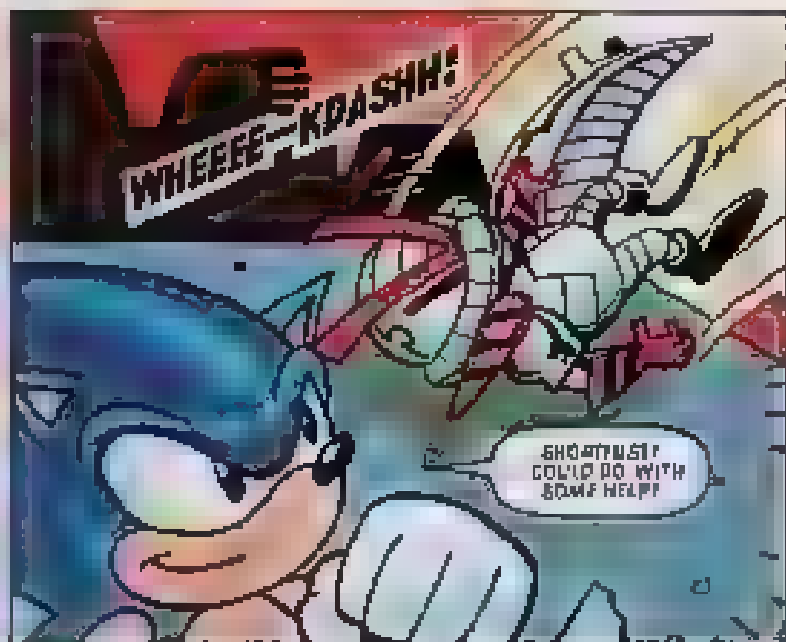
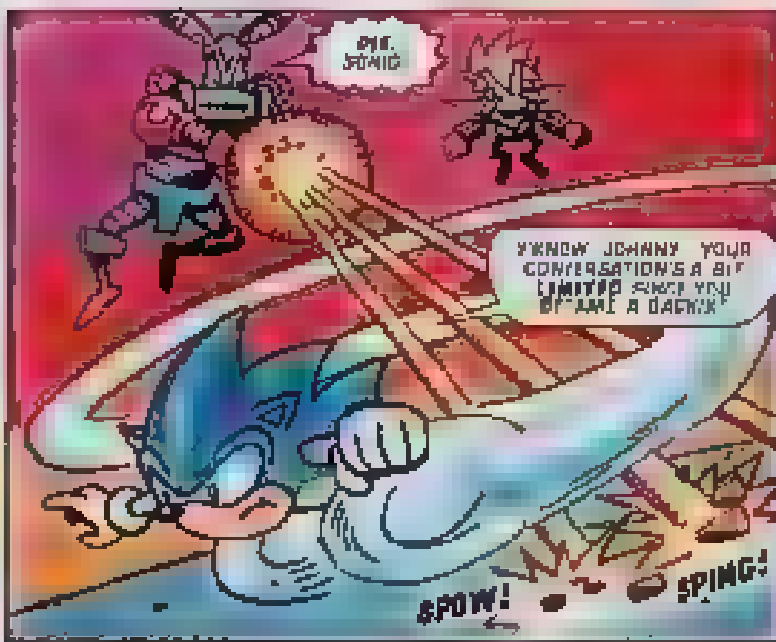
BEHOLD, SONIC! ALL YOUR FORMER FRIENDS, AMY ROSE AND JOHNNY LIGHTFOOT ARE NOW EVIL, BOWING 'OTAL TO ME!

OH NO, THIS IS NOT GOOD.

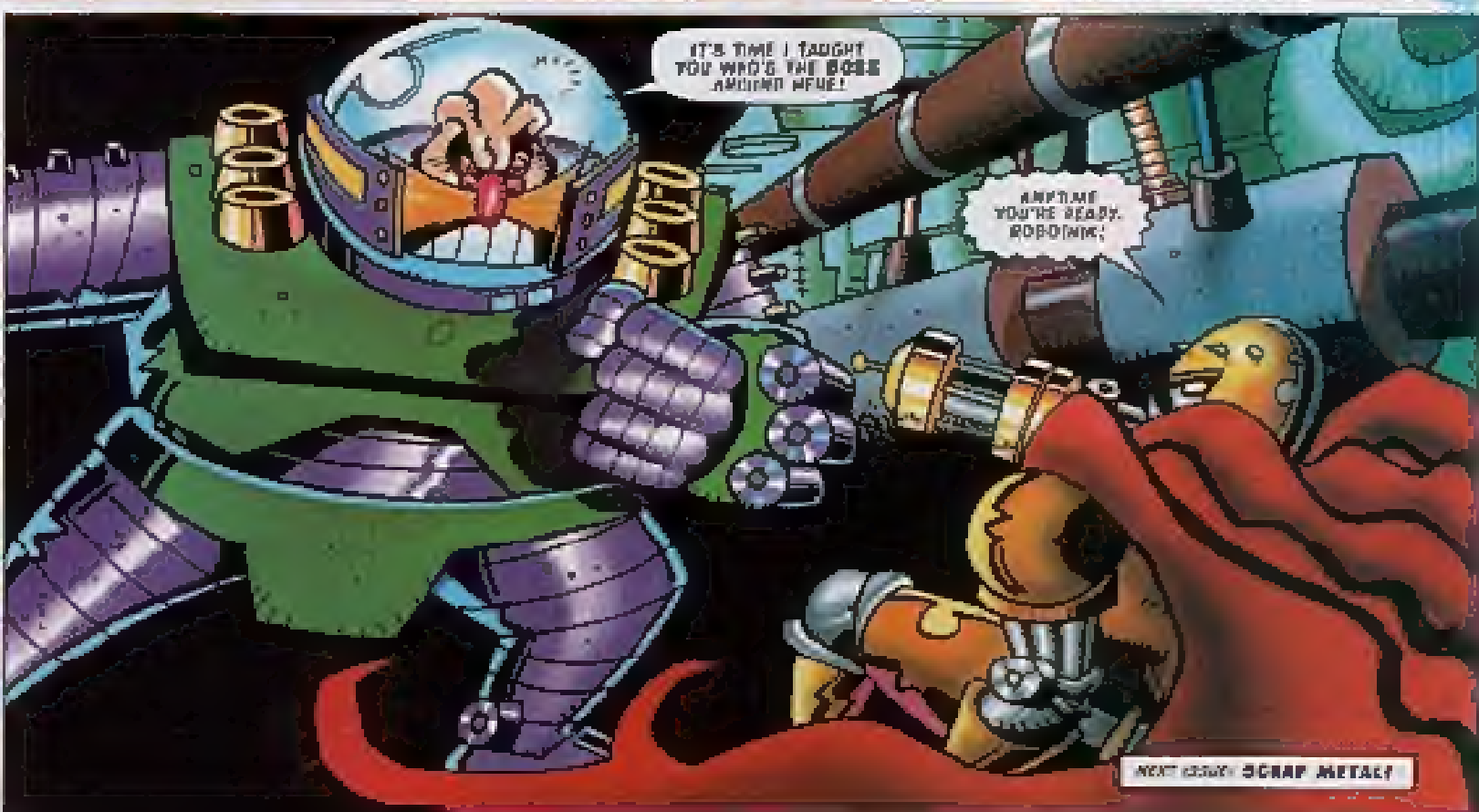
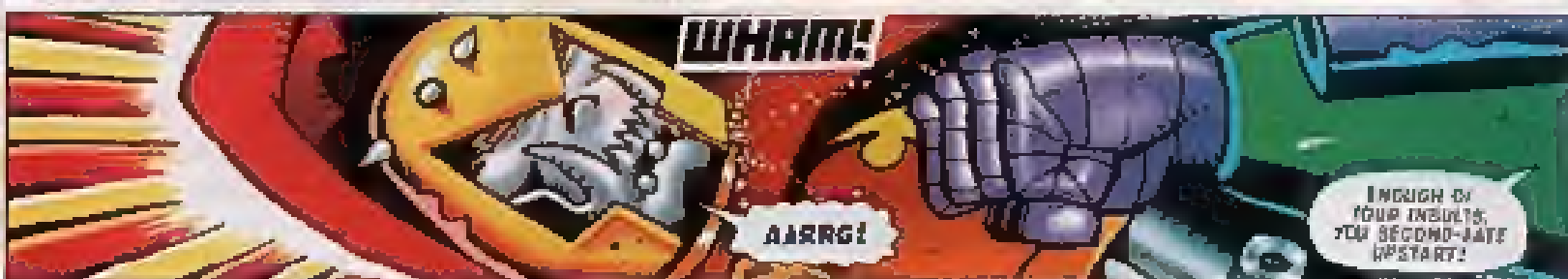
PIE, OUT-AW!











SPEED LINES

ITHER POST YOUR MAIL TO:-
SPEEDLINES, GAMBIE P&C COMIC, 24/25 TAVISTOCK PLACE, LONDON WC1H 9SQ.
OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

SNAPPED UP!

Dear STC,

It has come to my attention that you are giving away cameras to certain readers. I would like to offer my services as a first class camera checker, in case you're wondering about Booter satisfaction. What do you think?

Ms Wood, Holm, Orkney Isles,
 MD owner - & soon to be - Sonic & Knuckles Camera Winner.



Your timing is perfect, Ms Wood, as the Speedlines prize is scheduled to change

after STC 82 (see next issue for details).



Michael Lawson, Springwell, Sunderland.
 Sonic & Knuckles Camera Winner.



WITHOUT SYSTEM!

Dear Megadroid,

Why have you stopped printing the Master System charts? Back in STC 77, Jamie MacTulloch asked if you could include the Saturn charts, but since then the MS has been dropped. It's obvious to me that he meant for you to squash the four existing Sega charts up, in order to fit five systems in!

Mark Teo, Greenwich, London.
 MS owner.
 Sonic & Knuckles Camera Winner.



Unfortunately, Mark, sources at Sega have confirmed that Master System games and machines are no longer being made. High-powered competition from the Mega Drive and Saturn systems, mean that the 8-bit machine has finally bitten the dust.

DUKE'S RULES!

Dear STC,

I am angry that a certain 'hyped-up' echidna, namely Knuckles, has taken over your comic. I demand to see more of Sonic, Tails and Chaotix, and less of Knuckles! Duke Palmer, Exeter, Devon.
 Sonic & Knuckles Camera Winner.



Try being calmer Duke, STC has ensured that at least for this issue all your wishes have come true. The bad news for you, however, is that Knuckles returns in STC 82.



Three cheers for Amy!

Sara Adamsen, Hillshill, Scotland.
 Sonic & Knuckles Camera Winner.

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NEXT ISSUE

WIN!



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DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE

AGE

NAME

ADDRESS

MY FAVOURITE ...

FILM/VIDEO IS

SING/SINGER IS

MY SEGA SYSTEM ...

TICK-

GG

☐

MCD

☐

MD

☐

HM

☐

MS

☐

32X

☐

SATURN

☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 81

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.